

TITLE

MULTIMEDIA ROOM SYSTEM AND CONSTRUCTION

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is an U.S. national phase application under 35 U.S.C. §371 based upon co-pending International Application No. PCT/GR2004/000046 filed on September 9, 2004. Additionally, this U.S. national phase application claims the benefit of priority of co-pending International Application No. PCT/GR2004/000046 filed on September 9, 2004 and Greece Application No. 20030100392 filed on September 23, 2003. The entire disclosures of the prior applications are incorporated herein by reference. The international application was published on March 31, 2005 under Publication No. WO 2005/028782 A1.

FEDERALLY SPONSORED RESEARCH

[0002] Not applicable

SEQUENCE LISTING OR PROGRAM

[0003] Not applicable

BACKGROUND OF THE INVENTION**Field of the Invention**

[0004] The invention refers to an electronic construction made out of rooms that on the inside will be covered wall to wall, as well as on the ceiling by monitors, all rooms connected with the central unit where there will be a computer.

Description of the Prior Art

[0005] I am not aware if there is a level of a previous technique and I believe that the idea is innovative.

[0006] First of all, I believe a lot in this idea and construction and I think that it will expand globally and will help to diminish the communication and solitude problem that

weighs on so many people. It is a commercial humanitarian and democratic idea and I believe that it will also have the state's blessing.

SUMMARY OF THE INVENTION

[0007] In view of the foregoing disadvantages inherent in the known types of multimedia rooms now present in the prior art, the present invention provides an improved multimedia room system and construction, and overcomes the above-mentioned disadvantages and drawbacks of the prior art. As such, the general purpose of the present invention, which will be described subsequently in greater detail, is to provide a new and improved multimedia room system and construction and method which has all the advantages of the prior art mentioned heretofore and many novel features that result in a multimedia room system and construction which is not anticipated, rendered obvious, suggested, or even implied by the prior art, either alone or in any combination thereof.

[0008] To attain this, the present invention essentially comprises a multimedia room system and construction. The room has the characteristic that the future or 3d televisions that will be used at home or in exterior area will have a cube form with approximations in some points, for better viewing. The surface of the cube will be covered with screens and in the area there will be a portable armchair, computer, speaker, two cameras, air condition and a system of air freshening. With the existence of screens in all surfaces and with the cooperation of the computer, there will be a presentation and a simulation of whatever picture we want.

[0009] There has thus been outlined, rather broadly, the more important features of the invention in order that the detailed description thereof that follows may be better understood and in order that the present contribution to the art may be better appreciated.

[0010] The invention may also include image views of the countryside, views of the sky in bob, of the grass in floor, left the forest, right the valley. A computer will present the

pictures, which will be static or moving, in order to create the feeling of movement. The computer will have these images or will receive them via DVD, Internet, TV or satellite signals. The images will be prorate and synchronized in each place so as to create a full simulation of the space. The use of the system is very important as someone can see movies, games, theatricals, sport games, shopping from commercially store in cube from a phial connected with the computer the room will smell nicely according to the images that are presented.

[0011] There are, of course, additional features of the invention that will be described hereinafter and which will form the subject matter of the claims attached.

[0012] Numerous objects, features and advantages of the present invention will be readily apparent to those of ordinary skill in the art upon a reading of the following detailed description of presently preferred, but nonetheless illustrative, embodiments of the present invention when taken in conjunction with the accompanying drawings. In this respect, before explaining the current embodiment of the invention in detail, it is to be understood that the invention is not limited in its application to the details of construction and to the arrangements of the components set forth in the following description or illustrated in the drawings. The invention is capable of other embodiments and of being practiced and carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of descriptions and should not be regarded as limiting.

[0013] As such, those skilled in the art will appreciate that the conception, upon which this disclosure is based, may readily be utilized as a basis for the designing of other structures, methods and systems for carrying out the several purposes of the present invention. It is important, therefore, that the claims be regarded as including such equivalent constructions insofar as they do not depart from the spirit and scope of the present invention.

[0014] It is therefore an object of the present invention to provide a new and improved multimedia room system and construction that has all of the advantages of the prior art multimedia rooms and none of the disadvantages.

[0015] It is another object of the present invention to provide a new and improved multimedia room system and construction that may be easily and efficiently manufactured and marketed.

[0016] In even further object of the present invention is to provide a new and improved multimedia room system and construction that has a low cost of manufacture with regard to both materials and labor, and which accordingly is then susceptible of low prices of sale to the consuming public, thereby making such multimedia room system and construction economically available to the buying public.

[0017] Still another object of the present invention is to provide a new multimedia room system and construction that provides in the apparatuses and methods of the prior art some of the advantages thereof, while simultaneously overcoming some of the disadvantages normally associated therewith.

[0018] These together with other objects of the invention, along with the various features of novelty that characterize the invention, are pointed out with particularity in the claims annexed to and forming a part of this disclosure. For a better understanding of the invention, its operating advantages and the specific objects attained by its uses, reference should be had to the accompanying drawings and descriptive matter in which there is illustrated preferred embodiments of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] The invention will be better understood and objects other than those set forth above will become apparent when consideration is given to the following detailed description thereof. Such description makes reference to the annexed drawings wherein:

[0020] Figure 1 is an exploded perspective view of the multimedia room system and construction of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

[0021] Referring now to the drawings, and particularly to Figure 1, a preferred embodiment of the multimedia room system and construction of the present invention is shown and generally designated by the reference numeral 10.

[0022] Rooms 12 made out of a wooden or metal construction on the outside and inside a door 14 that closes and the client or guest enters. The company that will use the idea, will place them at first in open areas such as large super markets or other densely populated spaces (amusement parks, music theatres), and can build a cafeteria in order to increase its profit if it wishes to. Later the company can place them in indoor spaces.

[0023] Each room 12 will not be very small so that the client does not feel claustrophobic, and not very big so that expenses are not increased. The rooms 12 will be covered by monitors 16 from wall to wall, as well as on the ceiling 18, and all rooms 12 will be connected to a central unit 20 that will be situated in the same place, a little further away, and from there will take place the coordination on the option that will be selected by the guest.

[0024] In the central unit 20, the selection of an option by the client and the payment of the respective price will take place, without the remaining clients knowing the programme chosen.

[0025] This secrecy is essential and will help the whole creation.

[0026] Each room 12, besides the monitors 16, will also have a comfortable armchair 26, two cameras 22, 24, one that will record for the second and third programme (an

explanation follows later on) and one that will monitor the room in case the client does any damage in the room while he/she is there alone.

[0027] Furthermore, there will be air-conditioning 40 and pleasant sounds 42 will be heard, depending on the programme. Smoking will be prohibited in the rooms.

[0028] Two or more persons will be in the central unit 20, and they will be responsible for the issuance of a ticket, the activation of the option requested by the client, they tell the client in which cabin he/she is supposed to be, they process the videos from the second and third programme.

[0029] The client can sit in a room for 15-30 minutes, and there will be a clock 28 indicating the remaining time. If however, someone wishes to leave earlier, he/she will press a button 30, the persons in charge in the central unit 20 will check the space through the camera 22, and if no damage has been done and everything is in order, they will open the door 14.

[0030] In the beginning there will be four programmes or options (later many more subcategories can be added).

[0031] The first programme that will be mostly advertised will be the meditation one.

[0032] The client will sit comfortably on the armchair, will look towards the ceiling or the surrounding walls where the surfaces will be covered by monitors, and will be watching symbolic representations, Mandala and abstract images, and this will be advertised as relaxation of the mind and as a pleasant break from all the problems.

[0033] The ceiling 18 will have a round monitor 32 that will rotate. This programme will be advertised the most, so that persons of an advanced age come and provide a prestige that will boost the next programmes, which will provide momentum to the whole

enterprise. In the first programme, space images and trips to infinity will be added. The second and third programme will cost a little bit more.

[0034] Second Programme

[0035] The client that will select the second programme will also watch images of landscapes or representations along with the suitable music.

[0036] In front of the armchair there will be a remote control 34 screwed to a spot, which will coordinate the one camera 24. In the second programme confessions or opinions will be expressed, so that we do not have any problems with the church. The client will be notified that if there is something indecent, it will be cut.

[0037] As soon as the client deems it appropriate, he/she will press the camera's record button and he/she will say what he/she wants to say. If he/she wants, he/she will be able to rewind it and see what he/she recorded and he/she does not like something he/she can erase it.

[0038] In the end, he/she will be asked if he/she wants to register it. In the video, he/she will have the possibility not to show his/her face clearly if he/she is embarrassed, or to have his/her voice altered. What has been recorded will not be played immediately. All videos will go to the central unit 20 where a quick approach will be made in order to determine if there is something indecent and then, everything will go to the fourth programme.

[0039] Third Programme Acquaintances

[0040] The same as in the second programme, only here each person will talk about who he/she wants to meets, what his/her qualities and his hobbies are, his/her age if he/she wishes to, as well as his/her phone number, or even for ore security his/her e-mail.

[0041] The possibility to alter the face and the voice of the client will be available as well. The same procedure applies here and the client is asked again if at the end he/she wishes to register the video, then these videos are processed and go to the fourth programme.

[0042] Fourth Programme

[0043] Here will be registered everything that has been written in programmes two and three, separated in these two categories to begin with.

[0044] The client that will select the fourth programme will be watching images in the surrounding monitors but in of those, or in the ceiling, he/she will be watching with the help of the remote control the videos, with the option of quick access and will be able to stop whenever a person attracts his/her attention, and thus will be able to hear an opinion, a confession from someone unknown, or see persons with which he/she may be acquainted.

[0045] In this section one can add subcategories, for example for people over forty years old, for homosexuals, for aspiring stars, for people with common hobbies and pursuits, so that what the client desires can be found more quickly.

[0046] The central unit 20 will have an online connection in case it is necessary, as well as a connection to the Internet 21 if there is a reason of national security.

[0047] Furthermore, if they wish to, at the end they will answer to various opinion polls without showing their face and the company will sell the results to the companies that requested them.

[0048] All those who enter the second and third programme will be given a code and after some time, if they no longer wish to be in plain view they can erase themselves from the programme and from the central unit using this code.

[0049] Now, based on this idea, future televisions will be large boxes 20 in which the spectator will enter, with large monitors 16 everywhere as well as on the ceiling 18 and on the floor 19. The boxes can be rectangular, round or of any other shape. The spectator will watch the movie in the central monitor and the remaining monitors will show scene from the movie, providing a sense of background, and the spectator will be in a space surrounded by monitors thus experiencing another type of virtual reality.

[0050] This way, the manner in which movies are made will change. The central monitor can at some point become secondary and another monitor in the room become central and the movie's main character for example may appear from the left and this way, the spectator will not know in which monitor the movie will continue and what will happen, thus making the movie more exciting. As the monitors change, the same will happen with the sound that will come from the respective direction, and at the same time other sounds in a lower volume (i.e. bird chirping, storm approaching) can be heard from other sides, depending on the scenario.

[0051] The whole movie or some scenes may have multi-angled takes and this way the spectator can select which angle he/she wishes to see. Furthermore, he/she will be able to watch stereoscopically without using the special glasses.

[0052] The space 20 will be air-conditioned 40 and there will also be a system 44 for the absorption of smoke. More expensive television models will be ventilated in a better manner, with a kind of windows that will open when the television is not used. This will be executed through the following procedure.

[0053] The box that will go inside the room or in an outside space will be supported on its four angles. The monitors on each side of the box will not be in one-piece but will be

separated horizontally in two or more parts. The monitor's upper horizontal part will have two safety bolts which when unhinged will be lowered and become adjacent with the lower part of the monitor on this side. The same will be able to be done for all other sides. As the upper monitors are lowered, the place will look like a bar, and if one adds a sliding bar, he/she can turn it into one. One person can stay inside the room and his/her friends around it outside.

[0054] By connecting a computer, we will have the future computers. Thus clients will be able to see and create unthinkable things. They will see and process photographs, three dimension pictures, image processing, they will rent or buy movies and games.

[0055] Through a connection to the Internet 21 and with the placement of a camera 22, 24 in the space, we can talk with another person who has a similar device and see each other in a three-dimensional manner. Furthermore, through the Internet we will be able to visit and see in a three-dimensional manner, museums, art spaces, theatrical shows, sport games. Furthermore, we will be able to visit various shops and feel as if we were inside, explore the space and purchase the things we want.

[0056] These stores can be regular stores or virtual stores that seem real, crowded and with a variety of products, and on some of the shelves there can be advertisements. This way the client will look three-dimensionally in the room and will feel as if he/she is in the store, these being the future stores and the manner in which future purchases will be made.

[0057] Due to the fact that someone may sit inside the room for many hours and lose touch with the external environment, a few security systems will be implemented. The user will be notified in this space, through a suitable connection, if the doorbell is ringing, if the food in the kitchen is ready, if there is a need for fire detection. If he/she wants to be reminded of some things, he/she can register it in the computer and the latter will make it appear on one of the monitors. A wireless camera 46 can also be installed in outside areas around the house or in some room (i.e. the children's room) so

that he/she can monitor the area in case of an emergency or in case he/she just wishes to, in a three-dimensional manner and in real time.

[0058] There will also be a smell and odour cartridge 48 that will be refilled just like ink cartridges, and will be connected to the computer. This cartridge will be filled with a lot of smells and odours (i.e. wet earth, tree and plant odours, even some unpleasant odours). The computer, depending on the movie, will receive a signal from the producers of the movie, who will have a code at this point of the film and thus the release of some odour will be activated and the spectator will feel closer to the movie. Future stores, following every purchase will be giving out such cartridges with other odours for free, and when the client revisits the store through the Internet, the suitable odours will be released in the room, assuming he wishes them to.